BTEC Assignment Brief

Qualification	Pearson BTEC International Level 3 Certificate in Information Technology Pearson BTEC International Level 3 Subsidiary Diploma in Information Technology Pearson BTEC International Level 3 Foundation Diploma in Information Technology Pearson BTEC International Level 3 Diploma in Information Technology Pearson BTEC Level 3 National Extended Diploma in Information Technology
Unit number and title	**Unit 16: Digital 2D and 3D Graphics**
Learning aim(s) (For NQF only)	**B:** Design 2D and 3D digital graphics products to meet a client brief **C:** Develop 2D and 3D digital graphics products that to meet a client brief
Assignment title	Design and develop 2D and 3D digital graphics
Assessor	
Issue date	
Hand in deadline	

Vocational Scenario or Context	You have recently started an internship as an IT specialist at a visual arts company and part of your role is to encourage greater use of IT in the company's productions. Following your presentation to the Artistic Director and her team you have been asked to develop some 2D and 3D graphics for the company's upcoming theatre presentation of Oscar Wilde's 'The Importance of Being Ernest' You need to design and develop a 3D model for the stage set for the play. The setting is a flat belonging to one of the characters. The stage is approximately 10m wide and 9m deep The height of the backdrop (which covers the back wall of the stage) should be around 5m. The design should include the scenery painted on the backdrop entrance/exit doors to the flat and the furniture in the flat (see the script of the play, for a little more detail on the scene for Act 1, link in the resources section)

Task 1	You need to: • Create a design for a 3D model of the stage set for Act 1 of the play. • Using part of the backdrop to the stage and additional graphic assets, create a design for a 2D

graphic to be used as background art work in the promotional materials for the play. The design needs to include:
    - the design brief (purpose, requirements, target audience)
    - research done (e.g. market research, process planning)
    - visual themes and aesthetics
    - legal and ethical considerations
    - sources of images
    - sketches
    - intended delivery platform
    - hardware and software requirements
    - graphics processing and editing requirements
    - use of compression
    - user experience.
- Review the design of the 2D and 3D graphics with at least two other people to help you identify improvements to the graphics.
- Write a justification of the design decisions you have made when creating the designs for the 2D and 3D graphics showing how the designs will result in an effective solution.
- Develop the 2D and 3D graphics following the designs you created to meet the requirements of the play, using a range of graphic tools and techniques
- Optimise the 2D and 3D graphics to produce improved versions, considering accuracy, usability, compatibility and stability of the products, using feedback from others
- Evaluate the graphic images you have created using feedback received and comparing them to the stated requirements. You should evaluate the effectiveness of the graphic processing and techniques chosen as part of the design and their impact on the final products. You should also evaluate the development process giving reasoned justifications for your choices and why changes were made.

Your work should be easily understood by a third party and logically structured. Your use of technical language should be appropriate with a high standard or written English.

You also need to present evidence that you have shown individual responsibility, effective time-management in your design and development of the 2 and 3D models, making high-quality justified recommendations and decisions. For example, you need to show how you have:

- Planned and managed your time and met targets.
- Reviewed and responded to outcomes including the use of feedback from others
- Behaved appropriately while completing the assignment – including professionalism, etiquette, supportive of others, timely and appropriate leadership, accountability and individual responsibility
- Evaluated outcomes to help inform high-quality justified recommendations and decisions

	• Used appropriate methods of communication effectively
Checklist of evidence required	• Design documentation for the graphics • Evidence of review by others at all stages • Justification of the design decisions • Original and optimised versions of the 2D and 3D graphics • Evaluation of the design and development process • Evidence of individual responsibility and effective self- management.

Criteria covered by this task:	
Unit/Criteria reference	To achieve the criteria you must show that you are able to:
BC.D2	Evaluate the 2D and 3D digital graphics product designs and the optimised product solutions against the client's brief.
BC.D3	Demonstrate individual responsibility, creativity and effective self-management in the design, development and review of digital graphic products.
B.M2	Justify design decisions for 2D and 3D digital graphics products, showing how they will provide effective solutions to meet the client's brief.
C.M3	Optimise the 2D and 3D digital graphic products to effectively meet the client's brief.
B.P3	Produce designs for 2D and 3D digital graphic products to meet the client's brief.
B.P4	Review the designs for 2D and 3D digital graphic products to identify and inform refinements.
C.P5	Develop 2D and 3D digital graphic products to meet the client's brief.
C.P6	Review the extent to which the 2D and 3D digital graphic products meet the client's brief.

Sources of information to support you with this Assignment	Web site: https://www.gutenberg.org/files/844/844-h/844-h.htm Script of the play which gives a little more detail on the scenery for Act 1. Books: Carver, G. Computer Visualization for the theatre. Routledge 2003. 978-1578512539 Caplin, S. 3D Photoshop: Imagine. Model. Create. Adobe, 2013, 978-0321956552 Hughes, J.F. and Van Dam, A. Computer Graphics: Principles and Practice. Addison Wesley 2013, 978-0321399526
Other assessment materials attached to this Assignment Brief	*e.g. work sheets, risk assessments, case study*